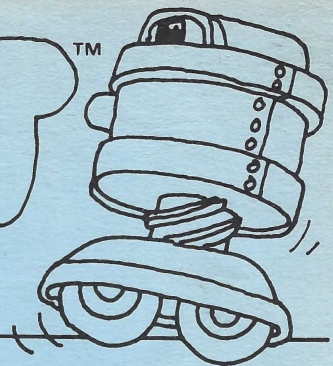


RUN FOR IT™

By Richard Hefter and Steve Worthington



THE GAME

Welcome to Run For It, an exciting arcade strategy game that allows you to pit your skill against the incredible machine tower maze.

Orbit the robot has a mission. He must try to leap and weave his way from the bottom room of the machine tower (A1) to the open stairway and freedom at the very top (R4).

Energy capsules have been placed at various points in the maze to help Orbit in his task.

An assortment of foul antirobot energy drainers lurk within the passageways, but Orbit can make short work of them with his mighty laser nose.

Settle down, relax, have a look at the map of the machine tower maze, and grab the controls. Orbit is ready to try for the top!

TO BEGIN

Run For It will work on any Apple II, Apple II Plus (with 48K and a 16 sector disk drive), Apple IIc, Apple IIe, or Apple III (in emulation mode).*

If you have an Apple IIc or an Apple IIe, make sure the CAPS LOCK key is down.

Put the program diskette into the drive and turn your Apple on. If you have Autostart, you will see the title panel displayed.

Press any key to leave the title display.

You will see the instruction CHOOSE K FOR KEYBOARD OR J FOR JOYSTICK. Make your selection by typing either K or J.

If your Apple does not have the Autostart ROM, you will see the monitor cursor *. Type 6, then type P while holding down the key marked CTRL (6 CTRL P), then press the RETURN key.

THE MACHINE TOWER ROOMS

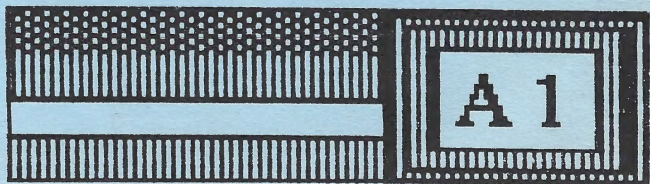
Run For It is played within a maze of 72 rooms called the machine tower. A full-color map of the maze is included with the program.

The machine tower is 4 rooms wide and 18 levels high.

The rooms are marked 1 to 4 from left to right. The levels are marked A to R, from the bottom to the top. You begin in room A1 at the lower left of the map and must try to reach room R4 at the upper right.

You can always tell which room you are in by glancing at the marker box in the lower right corner of the room.

You control Orbit, a little robot, and must move him from room to room.



*Apple, Apple II Plus, Apple IIc, Apple IIe, and Apple III are registered trademarks of Apple Computer, Inc.

EXIT AND UP

The ways out of each room are clearly marked for Orbit with small EXIT signs. Moving through an EXIT will take Orbit/the robot into the next room.

You can move Orbit freely through 12 rooms at a time. Rooms A1 through C4, for example, constitute a group of 12.

In the top row of each group of 12 rooms, you will find areas marked UP. (Look at rooms C3, F1, and F4 on your map.)

When you move Orbit up one group, you receive a large bonus and Orbit can no longer drop through into the level below.

At each group level, bonus points are gained and the play becomes somewhat more difficult. You can use your map to chart the way to the top.

SCORE AND ENERGY PANELS

The score panel is at the upper left of each room, and the amount of energy remaining is displayed at the upper right.

THE OBJECT

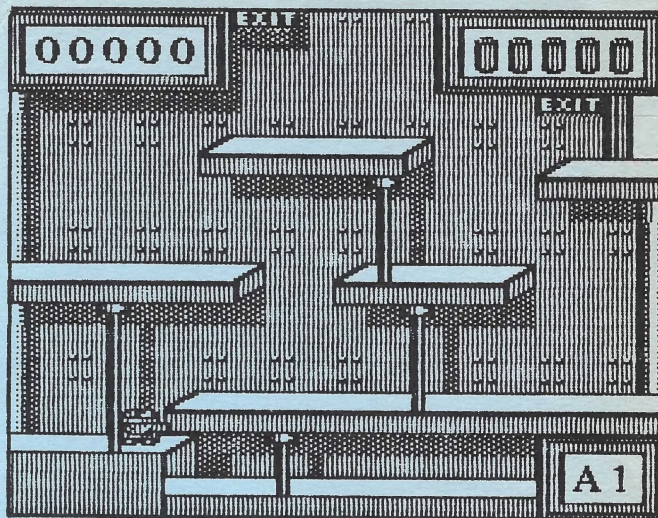
You must move Orbit through the machine tower to room R4 at the top; jump him from shelf to shelf, working upward, and avoid the energy-eating antirobot devices.

You gain energy for Orbit by touching the energy canisters placed around the rooms, and you receive points for shooting the bad guys with Orbit's laser nose and for jumping through an UP area.

Remember, Orbit's energy is limited and every minute counts!

THE CONTROLS

Run For It can be played with either a joystick or the keyboard.



JOYSTICK

Move Orbit left and right by moving the joystick from side to side.

When you want Orbit to jump, push the joystick up.

When you want Orbit to scrunch down small so that he can fit under a low shelf or shoot a low-flying bad guy, pull joystick down.

You can steer Orbit while he's in midjump by moving the joystick in the appropriate direction. If, for example, you wish Orbit to jump up and to the right, push the joystick up and to the right.

Watch Orbit sail gracefully around in midflight.

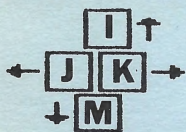
The joystick button will fire pellets from Orbit's laser nose. You may use the laser to defend Orbit against the antirobot devices.

KEYBOARD

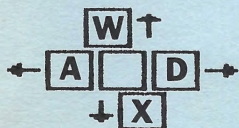
It takes very special skill and coordination to operate Orbit from the keyboard.

Any combination of the following movement keys may be used:

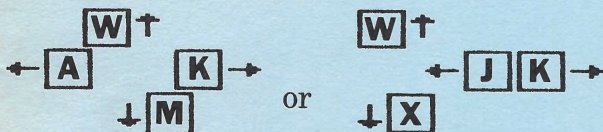
Right-handed robot handlers can use the I, J, K, M keys to move Orbit UP, LEFT, RIGHT, DOWN. (See diagram.)



Left-handed handlers can use the W, A, D, X keys to move Orbit UP, LEFT, RIGHT, DOWN. (See diagram.)



Ambidextrous robot handlers can use any combination of the above keys. (See diagram.)



When you use the keyboard, Orbit will continue to move in the direction of the last key pressed until you press the opposite direction key or a key with no direction input (a null key).

For example, if you press the I key to move Orbit up, he will jump up until he reaches his maximum height or until you press the M key or any null key, such as H.

Similarly, if you press the K key to move Orbit to the right, he will continue to move right until he reaches an obstacle or until you press the J key to reverse direction or until you press any null key.

This will allow you to perform the compound moves required to maneuver Orbit around the maze.

When you press the I key and then the K key, Orbit will move up and to the right; when you press the J key, it will cancel the right movement but keep the upward movement.

In this way, you can make Orbit jump and swing in midair.

Press the space bar to fire Orbit's laser nose.

It takes a bit of practice to become comfortable with the keyboard controls; but once you have mastered them, you will be able to maneuver Orbit through difficult and dangerous situations with ease.

GAME PAUSE

If you wish to pause at any point during the game, you may do so by pressing the ESC (escape) key. Press any key to resume play.

QUIET

If the noise of crackling energy and bleeping antirobot devices bothers you, you may turn off the sound by pressing the CONTROL key and the Q key at the same time (CTRL Q).

ENERGY

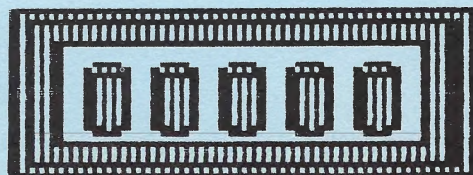
Orbit is propelled by energy that he has stored up.

When the mission begins, Orbit will have five canisters of stored energy displayed at the upper right of the screen.

Moving around and jumping cause Orbit to use up energy. You can watch the upper right panel to see how much energy remains.

If Orbit bumps into an antirobot device, he will lose a full cylinder of energy.

The five energy canisters that Orbit begins with are not enough to allow him to complete his mission. It is necessary for him to scout around the rooms for extra energy canisters.



When you spot a canister (it looks like the ones displayed in the upper panel), you must make Orbit touch it in order for him to obtain the energy.

Only five canisters will show in the upper panel, but you may collect as many as you can find; they will be held in storage for Orbit.

ANTIROBOT DEVICES

There are many different kinds of energy-eating antirobot devices lurking in the machine tower.

Their job is to stop Orbit from reaching the top. (Isn't that always the way?)

They fly through the air, block passages, home in on Orbit, and present quite a problem.

You can try to avoid some of them; but to get points, you have to shoot them.

If you bump into one, Orbit will be scorched and will lose a full cylinder of energy.

HELPFUL HINTS

You will find elevators in some of the rooms. These will help Orbit reach shelves that might otherwise be too high. Just jump Orbit onto the moving platform to ride it to the top.

There is no penalty if Orbit falls down, but you have to maneuver Orbit up again.

A few of the antirobot devices lurk in the tunnels and pits, waiting for Orbit to fall onto them. This can be a problem!

Use the map of the rooms provided with the game to plan your route to the top.

Remember, the quickest route is not always the best.

Take a peek into some of the side rooms. You might be surprised to find an easier way through or a store of energy canisters waiting for you.

Practice jumping Orbit! Attempting different jumps will allow you to become skilled in making Orbit maneuver in midair, dodge enemies, and jump higher than you imagined possible.

As any robot handler knows, experience counts!

THE END

The game ends when you run out of energy.

If you are extremely good at Run For It and make it to room R4, the game will be over when you reach the END box on the top stair.

When the game ends, you will see the high score chart.

The top four scores will be listed. If you are not among the top four, your score will be listed at position 5. The last player or the lowest of the five scores will always occupy position 5 on the chart.

After entering your name, press any key to write the scores to disk and reboot the game.

NOTE: Please don't replace the disk in the drive with another disk until the scores have been written out.

Good luck, and RUN FOR IT!

*Copyright © 1984 by Optimum Resource, Inc.
All rights reserved.*

Printed in the United States of America.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, or otherwise, without the prior written consent of the publisher.

Published by Optimum Resource, Inc., Norfolk, Connecticut. Distributed by Weekly Reader Family Software, a division of Xerox Education Publications, 245 Long Hill Road, Middletown, CT 06457.

Instructions by Richard Hefter and Janie Worthington.